AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior revisions, and listings, of claims in the application.

Listing of Claims:

What is claimed is

1. (*Currently amended*) In a system for providing a game service to a plurality of users ~~connected to the Internet~~, an ~~Internet~~ online game service system comprising:

a user behavior pattern database, ~~for~~ the user behavior pattern database storing at least one ~~a plurality of~~ behavior pattern classification ~~references~~ reference for classifying user behavior patterns ~~per game~~ and game behavior pattern information ~~on~~ of the users;

a channel database, ~~for~~ the channel database storing ~~a list of per-game~~ random channels for at least one game and data on game rooms generated at the random channels;

a channel server, ~~for~~ the channel server selecting one of the random channels in the channel database according to the respective users' game behavior pattern information stored in the user behavior pattern database, the channel server providing data on game rooms generated in the selected random channel, and the channel server controlling ~~a user to enter~~ access to a selected game room when the user selects the game room; and

a game server, ~~for~~ the game server providing a game service to the users who have entered respective game rooms by the channel server, the game server determining game behavior patterns of the respective users who play the game by using the at least one behavior pattern ~~references~~ reference stored in the user behavior pattern database, and the game server storing the determined game behavior patterns in the user behavior pattern database.

2. (*Currently amended*) The ~~Internet~~ online game service system of claim 1, wherein the user behavior pattern database comprises:

a user behavior pattern reference database for storing the at least one ~~a plurality of~~ behavior pattern classification references for classifying game behavior patterns; and

a user behavior pattern information database for storing the behavior pattern classification information for respective users.

3. (*Currently amended*) The ~~Internet~~ online game service system of claim 1 ~~or 2~~, wherein the channel server controls access to the random channel for the users who have the same or similar game behavior patterns ~~to enter the random channel~~.

4. (*Currently amended*) The ~~Internet~~ online game service system of claim 1 ~~or 2~~, wherein the users' game behavior pattern references include at least one of a classification of ~~malicious~~ collaborative users for deceit and compliant users, a classification ~~following~~ in association with game usage, and a classification ~~depending on~~ in association with bets.

5. (*Currently amended*) The ~~Internet~~ online game service system of claim 4, wherein in the classification of ~~malicious~~ collaborative users for deceit and compliant users, a reference for classifying the ~~malicious~~ collaborative users for deceit in the case of a game with bets includes:

a channel reference active at a specific channel; and

a bet reference without bets when no compliant users are provided.

6. (*Cancelled*)

7. (*Cancelled*)

8. (*Currently amended*) The ~~Internet~~ online game service system of claim 1, wherein

the channel database further stores a list of general channels for each channel and data on game

rooms generated at the general channel, and

the channel server refers to the channel database and provides data on the general

channel for each channel and game rooms generated at the general channel, and controls the user

to play the game through the game server in the selected game room when the user selects a

specific game room in the general channel.

9. (*Currently amended*) The ~~Internet~~ online game service system of claim 1, wherein

the channel server comprises:

a channel ~~display~~ displaying component, ~~unit~~ ~~for~~ the channel ~~display~~ displaying

component displaying a channel display for entrance to a random channel to the user by referring

to the channel database;

a random channel controller, the random channel controller ~~for~~ controlling the user to

select and enter one of the random channels in the channel database according to the

corresponding user's game behavior pattern stored in the user behavior pattern database when

the entrance to the random channel is selected through the channel ~~display~~ displaying

component, ~~unit~~;

a game room ~~display~~ displaying component, the game room displaying component ~~for~~

displaying a list of game rooms in a determined random channel to the user by referring to the

channel database when the random channel is determined by the random channel controller; and

a channel controller, the channel controller ~~for~~ controlling the user to enter the random

channel and select and enter a game room in the corresponding channel by controlling the

channel ~~display~~ displaying component, ~~unit,~~ the random channel controller, and the game room

~~display~~ displaying component.

10. (*Currently amended*) The ~~Internet~~ online game service system of claim 9, wherein

the random channel controller comprises:

a user behavior pattern determination module, ~~determiner for~~ the user behavior pattern

determination module determining a game behavior pattern classification of the user having

selected the random channel by referring to the user behavior pattern database; and

a channel determination module, ~~determiner for~~ the channel determination module

determining a random channel that the corresponding user will enter from among the random

channels in the channel database based on the users' behavior pattern classifications determined

by the user behavior pattern determination module ~~determiner~~.

11. (*Currently amended*) The ~~Internet~~ online game service system of claim 1, wherein

the Internet game service system comprises:

a user behavior pattern monitoring module, ~~monitor for~~ the user behavior pattern

monitoring module monitoring the users' behavior patterns of playing the game by referring to

the respective behavior pattern references in the user behavior pattern database;

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a user behavior pattern determination module, determiner for the user behavior pattern determination module finally determining the respective users' behavior patterns of playing the game by using game behavior pattern information of the users monitored by the user behavior pattern monitor while the users play the game or when the game is over;

a user behavior pattern recording module, recorder for the user behavior pattern recording module storing the respective users' behavior patterns of playing the game determined by the user behavior pattern determination module determiner in the user behavior pattern database for the respective users; and

a game controller, the game controller for controlling the progress of the game by referring to a game rule established for each game so that the users may play the game, and controlling the respective users' behavior patterns of playing the game determined by the user behavior pattern monitor and the user behavior pattern determination module determiner to be recorded in the user behavior pattern database through the user behavior pattern recording module recorder while the users play the game or when the game is over.

12. (*Currently amended*) In a method for providing a game service to a plurality of users connected to the Internet, an Internet online game service method comprising:

a) determining a user's game behavior pattern for the game selected by the user;

b) selecting a specific random channel according to the determined game behavior pattern of the user (where the random channel cannot be directly selected by the user);

c) displaying game rooms in the selected specific random channel to the user and controlling the user to select one of the game rooms; and

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d) controlling users to play the game in the game room at the specific random channel selected by the user, and concurrently analyzing and recording game behavior patterns of users who play the game.

13. (*Currently amended*) The ~~Internet~~ online game service method of claim 12, further comprising, ~~before a)~~:

displaying a list of general channels for the game selected by the user and an entrance to the random channel; and

receiving the user's game behavior pattern from a storage unit storing users' game behavior patterns when a display for the entrance to the random channel is selected by the user.

14. (*Currently amended*) The ~~Internet~~ online game service method of claim 12, wherein <u>the step</u> b) comprises selecting the random channel so that the users who have the same or similar game behavior patterns may enter the same random channel.

15. (*Currently amended*) The ~~Internet~~ online game service method of claim 14, wherein an empty random channel is selected when no random channel that the users who have the same or similar game behavior patterns have entered is provided.

16. (*Currently amended*) The ~~Internet~~ online game service method of claim 14, wherein one of random channels is automatically randomly selected when a plurality of random channels that the users who have the same or similar game behavior patterns have entered are provided.

17. (*Currently amended*) The ~~Internet~~ online game service method of claim 14,

wherein game behavior pattern information other than the user's game behavior pattern

information used when the user have entered the random channel is used when the random

channel for the user is selected.

18. (*Currently amended*) The ~~Internet~~ online game service method of claim 16,

wherein the step d) comprises:

i) monitoring the users' game behavior patterns while the game is played;

ii) analyzing the users' game behavior patterns according to the monitored results when

the game is over;

iii) determining the users' game behavior patterns according to the analysis results; and

iv) recording the determined users' game behavior patterns for the respective users.

19. (*Currently amended*) The ~~Internet~~ online game service method of claim 18,

wherein when the game has a bet, the step i) comprises:

recording the respective users' bets during each game;

analyzing the respective users' total bets after each game is over; and

determining the respective users' game behavior patterns according to the analysis

results.

20. (*Currently amended*) In a method for providing a game service to a plurality of

users ~~connected to the Internet~~, an ~~Internet~~ online game service method comprising:

a) determining a user's game behavior pattern for a game selected by the user;

b) selecting a specific random channel according to the determined user's game

behavior pattern (where the random channel cannot be directly selected by the user);

c) displaying game rooms in the selected specific random channel to the user and

controlling the user to select one of the game rooms; and

d) controlling the users to play the game in the game room at the specific random

channel selected by the user, and concurrently analyzing and recording game behavior patterns

of the users who play the game,

wherein the users' game behavior pattern references include at least one of a

classification of malicious users and compliant users, a classification following game usage, and

a classification depending on bets.

21. (*New*) In a system for providing a game service to a plurality of users via network,

an online game service system comprising:

a user behavior pattern database, the user behavior pattern database storing game

behavior pattern information of the users;

a channel database, the channel database storing channels for at least one game and data

on game rooms generated at the channels;

a channel server, the channel server allocating at least one user's access to game rooms

based on the respective user's game behavior pattern information stored in the user behavior

pattern database; and

a game server, the game server providing game service to the users who have accessed

to the respective game rooms by the channel server.

22. (*New*) The online game service system of claim 21, wherein the game server determines game behavior patterns of the respective users who have played the game.